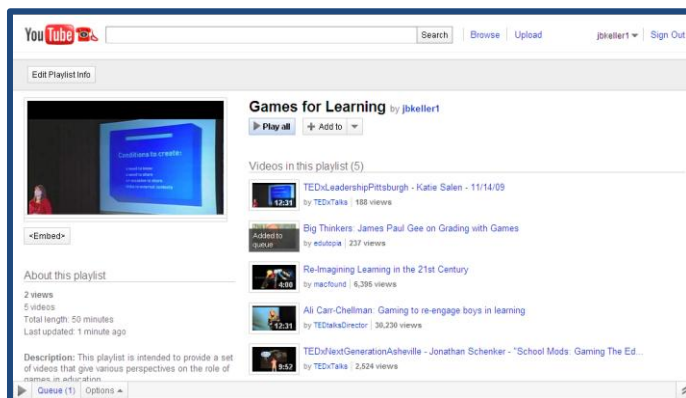# Resource Sheet for Educational Games

Questions about the role of games in learning

- Could it be useful to think about games as an important genre of content or a platform for content in the print-to-digital transition?
- What can we learn about instructional design from compelling games?
- What are the challenges of using games as part of a formal curriculum?
- What resources are available if you want to learn more about the use of games for learning? (See below.)

Potential Benefits of Online Games	Potential Risks of Online Games
- Relevance and Engagement	- Safety
- Failure-based learning	- Violence
- Collaboration	- Addictive
- Systems thinking	- Time involved
- 24-7 access and Instant Feedback	- Transfer of skills
- Problem-based	

Videos—My Games for Learning Playlist on YouTube http://www.youtube.com/view_play_list?p=E11C193FD09DB837

- **Katie Salen**—Founder of Quest to Learn School http://www.youtube.com/watch?v=BrvVq1UtuLI&feature=related
- **James Paul Gee**—Researcher on Games for Learning http://www.youtube.com/watch?v=JU3pwCD-ey0&feature=channel
- **MacArthur Foundation**—Funder of research on the role of games in learning. http://www.youtube.com/watch?v=D6_U6jOKsG4&feature=related
- **Jonathan Schenker**—Student presenting views of how games could improve Education (http://www.youtube.com/watch?v=auP-eq17U1g)

Researchers

- Pew Internet and American Life Survey
- Katie Salen
- James Paul Gee
- Sasha Barab
- Mimi Ito
- Sonny and Jamie Kirkley

News

- Wall Street Journal: http://online.wsj.com/article/SB10001424052748704590704576092460302990884.html?mod=dist_smartbrief#articleTabs%3Darticle
- Quest to Learn http://q2l.org/
- Learning by Playing: Video Games in the Classroom http://www.nytimes.com/2010/09/19/magazine/19video-t.html

Games for Learning

1. Institute of Play: http://instituteofplay.com/
2. Magna High http://www.mangahigh.com/en_us/dashboard
3. Games for Learning Institute http://g4li.org/
4. Sandra Day O'Connor's site on civics education http://www.icivics.org/